

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus for executing a predetermined game, comprising:

an image sensor that is capable of concurrently detecting movements of a player in a detection range for a single view;

a movement detection unit that detects a movement of the player in each of a plurality of detection regions from a detection result of the image sensor, the detection range for the single view being divided to form the plurality of detection regions;

a storage ~~section~~unit that stores one or more predetermined assigned movements for each of ~~a~~the plurality of detection regions;

~~a movement detection section that has a detection range that is divided into the plurality of detection regions, the movement detection section detecting one or more movements of a player in each detection region;~~

a similarity decision ~~section~~unit that ~~decides~~determines a similarity between the movements of the player and the predetermined assigned movements for each detection region based on at least one of a direction, a magnitude and a speed of the movements of the player; and

a game level setting ~~section~~unit that sets a game level of difficulty, wherein at least one of a tempo of the predetermined assigned movements, a type of the predetermined assigned movements and a degree of similarity is changed based on the game level of difficulty.

2. (Currently Amended) A game apparatus according to claim 1,

wherein each of the predetermined assigned movements are defined for a corresponding predetermined time, and the similarity decision ~~section~~decidesunit determines the similarity between the movements of the player and each of the predetermined assigned movements for the corresponding predetermined time.

3. (Currently Amended) A game apparatus according to claim 1, further comprising:

a timing notice ~~section~~unit that indicates a predetermined timing by a visual effect or an auditory effect; and

a timing decision ~~section~~unit that decides whether a timing of the movements of the player for each detection region detected by the movement detection ~~section~~unit correspond to the predetermined timing.

4. (Currently Amended) A game apparatus according to claim 1, further comprising:

a movement specifying ~~section~~unit that specifies, among movements of the player for each of the detection regions, zero or one movement of the player for each of the detection regions detected by the movement detection ~~section~~unit;

wherein the similarity decision ~~section~~unit decides the similarity between the movement of the player specified by the movement specifying ~~section~~unit and the predetermined assigned movement for each of the detection regions.

5-7. (Canceled)

8. (Currently Amended) A game apparatus according to claim 4,

wherein the movement detection ~~section~~unit detects a detected movement of the player that extends over more than one of the detection regions, and the similarity decision ~~section~~decidesunit determines the similarity between the detected movement of the player and the predetermined assigned movement in each of the detection regions.

9. (Currently Amended) A game apparatus according to claim 1, further comprising a by-region decision display ~~section~~unit that displays a decision according to a similarity in each detection region.
10. (Currently Amended) A game apparatus according to claim 1, wherein the similarity decision ~~section~~unit changes a degree of similarity based on a predetermined condition detected by the movement detection ~~section~~unit.
11. (Currently Amended) A game apparatus according to claim 1, wherein a boundary between the plurality of detection regions is changed according to a predetermined condition detected by the movement detection ~~section~~unit.
12. (Currently Amended) A game apparatus according to claim 10, wherein the predetermined condition relates to a body shape of the player detected by the movement detection ~~section~~unit.
13. (Currently Amended) A game apparatus according to claim 11, wherein the predetermined condition relates to a body shape of the player detected by the movement detection ~~section~~unit.
14. (Currently Amended) A game apparatus according to claim 1, wherein the movement detection ~~section~~unit comprises an artificial retina chip for detecting the movement of the player.
15. (Currently Amended) A storage medium in a computer having a computer-executable program recorded thereon, the computer being provided with an image sensor that is capable of concurrently detecting movements of a player in a detection range for a single view, the program comprising:
- a program code ~~for executing~~that executes a predetermined game;
 - ~~a program code for storing a predetermined assigned movement for each of a plurality of detection regions;~~

~~_____ a program code for detecting a movement of a player in each detection region;~~
_____ a program code that detects a movement of the player in each of a plurality of
detection regions from a detection result of the image sensor, the detection range for the
single view being divided to form the plurality of detection regions;

~~_____ a program code for deciding that determines a similarity between the~~
movement of the player and ~~the~~ a predetermined assigned movement for each detection
region based on at least one of a direction, a magnitude and a speed of the movement of the
~~player;~~ player, the predetermined assigned movement being set in accordance with the
detection region in advance; and

~~_____ a program code for setting that sets a game level of difficulty, wherein at least~~
one of a tempo of the predetermined assigned movement, a type of the predetermined
assigned movement and a degree of similarity is changed based on the game level of
difficulty.

16. (Canceled)

17. (Currently Amended) A storage medium having a computer program for
performing the steps of:

executing a predetermined game;

~~_____ storing a predetermined assigned movement for each of a plurality of detection~~
~~regions;~~

~~_____ detecting a movement of a player in each detection region;~~

_____ detecting a movement of a player in each of a plurality of detection regions
from a detection result of an image sensor that is capable of concurrently detecting
movements of the player in a detection range for a single view, the detection range for the
single view being divided to form the plurality of detection regions;

~~deciding~~determining a similarity between the movement of the player and ~~the a~~
predetermined assigned movement for each detection region based on at least one of a
direction, a magnitude and a speed of the movement of the ~~player;~~ player, the predetermined
assigned movement being set in accordance with the detection region in advance; and
setting a game level of difficulty, wherein at least one of a tempo of the
predetermined assigned movement, a type of the predetermined assigned movement and a
degree of similarity is changed based on the game level of difficulty.

18. (Canceled)

19. (Currently Amended) A game apparatus according to claim 4,
wherein a plurality of concurrent movements of the player is detected in one
detection region by the movement detection ~~section~~unit, and the movement specifying
~~section~~unit specifies one of the concurrent movements of the player detected in the one
detection region based on at least one of the direction, the magnitude and the speed of the
movement.

20. (Currently Amended) A game apparatus for executing a predetermined game,
comprising:

a storage ~~section~~unit that stores one or more predetermined assigned
movements, the predetermined assigned movements having a predetermined timing;

a movement detection ~~section~~unit that detects one or more concurrent
movements of a player;

a timing notice ~~section~~unit that indicates the predetermined timing of the
predetermined assigned movements by a visual effect or an auditory effect;

a timing decision ~~section~~unit that decides whether a timing of the concurrent
movements of the player corresponds to the predetermined timing for the predetermined
assigned movements and decides that the timing of the concurrent movement of the player

does not correspond to the predetermined timing for the predetermined assigned movements if the timing of the concurrent movements of the player does not fall within an allowable range of the predetermined timing for the predetermined assigned movements;

a movement specifying ~~section~~unit that specifies a correspondence between the concurrent movements of the player and the predetermined assigned movements based on the decision by the timing decision ~~section~~unit;

a similarity decision ~~section~~unit that ~~decides~~determines a similarity between the concurrent movements of the player and the predetermined assigned movement based on at least one of a direction, a magnitude and a speed of the concurrent movements of the player; and

a game level setting ~~section~~unit that sets a game level of difficulty, wherein at least one of a tempo of the predetermined assigned movements, a type of the predetermined assigned movements and a degree of similarity is changed based on the game level of difficulty.

21. (Currently Amended) A game apparatus according to claim 20, further comprising a detection range of the movement detection ~~section~~unit, the detection range being divided into a plurality of detection regions,

wherein the similarity decision ~~section~~unit ~~decides~~determines the similarity between the concurrent movements of the player and the predetermined assigned movements for each detection region.

22. (Currently Amended) A game apparatus for executing a predetermined game, comprising:

a storage ~~section~~unit that stores one or more predetermined assigned movements;

~~_____ a movement detection section that detects one or more concurrent movements of a player in each of a plurality of detection regions of a detection range thereof;~~

~~_____ an image sensor that is capable of concurrently detecting movements of a player in a detection range for a single view;~~

~~_____ a movement detection unit that detects a movement of the player in each of a plurality of detection regions from a detection result of the image sensor, the detection range for the single view being divided to form the plurality of detection regions;~~

~~_____ a movement specifying section~~unit that specifies one or more specified detection regions for the concurrent movements of the player based on at least one of a direction, a magnitude and a speed of each of the movements of the player;

~~_____ a similarity decision section~~unit that ~~decides~~determines a similarity in each specified detection region between the concurrent movements of the player and the predetermined assigned movements corresponding to the specified detection region based on at least one of the direction, the magnitude and the speed of the concurrent movement of the player; and

~~_____ a game level setting section~~unit that sets a game level of difficulty, wherein at least one of a tempo of the predetermined assigned movements, a type of the predetermined assigned movements and a degree of similarity is changed based on the game level of difficulty.

23. (Currently Amended) A game apparatus for executing a predetermined game, comprising:

~~_____ a storage section~~unit that stores one or more first movement vectors of a predetermined assigned movement;

~~_____ a movement detection section~~unit that detects a movement of a player;

a movement vector calculation ~~section~~unit¹ that calculates one or more second movement vectors for the movement of the player based on at least one of a direction, a magnitude and a speed of the movement of the player; and

a similarity decision ~~section~~unit that decides a similarity between the first movement vectors and the second movement vectors.